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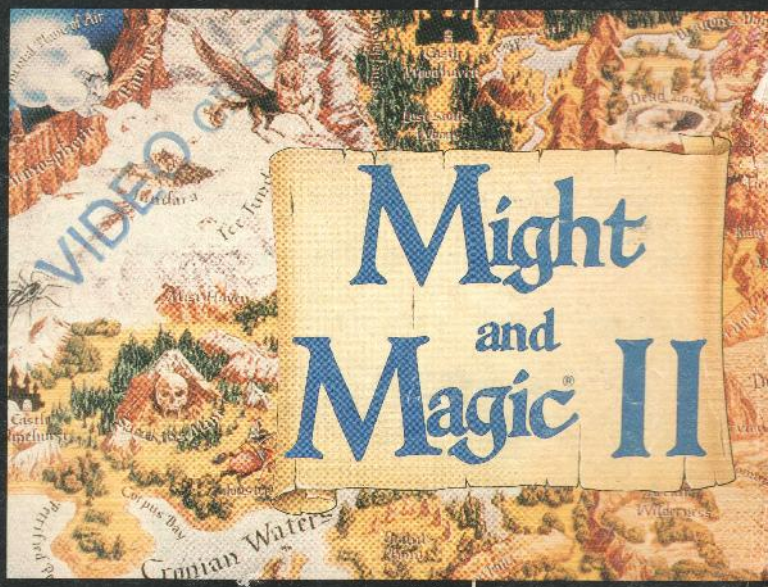

INSTRUCTION BOOKLET

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

elite®

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

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WARNING: PLEASE READ THE ENCLOSED INSTRUCTIONS CAREFULLY BEFORE USING YOUR SUPER NINTENDO SYSTEM.

PRECAUTIONS

Please read this instruction manual to ensure proper handling of your new game, and then save the manual for future reference.

1) *Always turn the power off before inserting or removing the Game Pak from your Super Nintendo Entertainment System.*
2) *This is a high precision game. It should not be stored in places that are very hot or cold.*
3) *Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.*
4) *Do not clean with benzene, paint thinner, alcohol or other such solvents.*

VIDEO CRISTY

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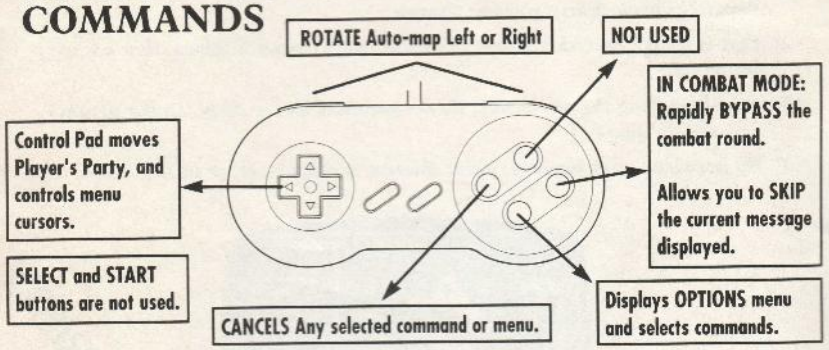
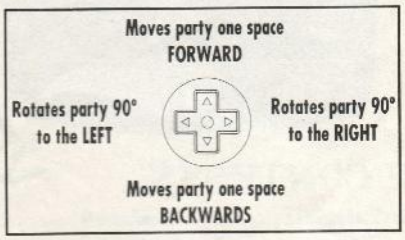
HOW TO START MIGHT & MAGIC II™: GATES TO ANOTHER WORLD

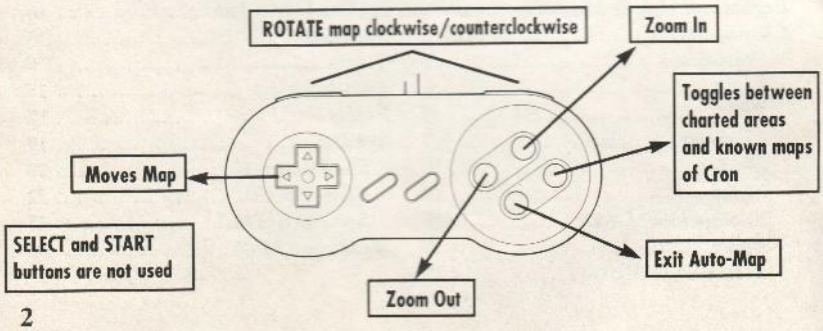
1: *Insert the Might & Magic II Game Pak into your Super Nintendo Entertainment System.*
2: *Turn the power switch to "ON".*
3: *Press the start button on your control pad.*

CONTROLLER OPERATIONS & COMMANDS


ROTATE Auto-map Left or Right
NOT USED
IN COMBAT MODE: Rapidly BYPASS the combat round.
Allows you to SKIP the current message displayed.
Control Pad moves Player's Party, and controls menu cursors.
SELECT and START buttons are not used.
CANCELS Any selected command or menu.
Displays OPTIONS menu and selects commands.



In Auto-Mapping Mode:



INTRODUCTION

"Sirrahs, hold there!
Oh, pardon me m'lady! I thought ... your garb ..."

Forgive an old peasant his manners. I am Durak. 'Twill soon be dark and 'tis not safe for man nor beast alike to be about after the light 'o day hath passed. My village lies but a few paces south of here, if we hurry, we can all warm ourselves by the hearth at the inn 'ere darkness sets in.

"Dark times indeed have fallen upon fair Cron. Ah, but 'twas not always so. What's that? Ye've not heard the tales? Well, we've a ways to go and 'twill help to pass the time.

" 'Tis told that there was once four Lords. One who commanded the waters, another air, yet another the sun and fire, and one the very earth itself. They often fought amongst themselves for control over Cron, until finally, one Lord emerged triumphant. It was Gralkor The Cruel, Lord Emperor of the earth. But his conquest of the other Lords had not slaked the thirst for power and he demanded their complete submission.

Not long after that, man-like beings appeared in Cron – Humans, Dwarves, Elves and the like. They carried with them the knowledge of Spell Weaving – magic, aye – which they used to defend against the Elemental Lords. Eventually, they formed an Orb containing great power, which when nested amidst four talons – one for each element – became a mighty weapon that could subdue or slay the Lords.

Kahlon, a conjurer, stole the Orb and battled with the Elemental Lords in what was once the Savannah of Plenty, but hence has been known as the Quagmire of Doom. With the aid of the Orb's power, he imprisoned 3 of the Lords, sealing them at each corner of the earth. One talon each was placed before each cell to ensure none escaped.

Only Gralkor remained, and he was wounded. But he too, had learned the arts of weaving spells and summoned forth a beast of such girth and height, it near hid the sun! Using the creature, Gralkor fought. The beast breathed fire which consumed all in its path. Kahlon, foolishly, came forth to do battle, but was unable to call upon the waters in time. The ashes which remained and the Orb were swept away, when the waters finally fell. Gralkor and his creature were both drowned.

Upon his death, Kahlon's daughter took the throne, but she was not a strong leader.

Now, our fields lay burning, my people starving and in fear for their very lives.

If only the Orb could be recovered ...

Ah, well, we've reached the village inn. Let us enter."

VIDEO CRISTY

BEGINNING MIGHT & MAGIC II™

Main Menu

When the main menu appears, you will be given five options:

1. Go To Towns

This option allows you to hire characters for your party.

Character Selection Options:

Choose Party: Up to six characters will establish your party of explorers. To select members, move the cursor to the character you wish to choose and press the "B" Button. A (√) will highlight the selected character. To de-select a character, press the "B" Button again.

Show Next Town: View all five towns in the world of Cron: Atlantium, Middlegate, Sandsobar, Vulcania and Tundra. The names of any available characters in these towns will appear. Only Middlegate will contain characters at the beginning.

Show Hirelings/Characters: This option displays any characters or hirelings in each town that may be added to your party.

Main Menu: Toggle back to main menu.

Leave The Inn: Begin or continue your adventure.

2. Create Character

Before beginning your adventure, you may choose to create a customized party. This option allows you to begin that character creation process. However, if you prefer to start an adventure immediately, Might & Magic II™ is also equipped with six ready-made characters.

3. Delete Character

This option will remove any characters that you feel have carried out their duties and are ready to rest forever. Once characters are deleted, they cannot be revived.

4. Initialize Game

WARNING: Initializing the game will reset your Game Pak to its original packaged form completely ERASING any saved information. Only use this option if you wish to restart MIGHT & MAGIC II™ from the very beginning.

ONCE YOU HAVE SELECTED THIS OPTION, ALL SAVED INFORMATION WILL BE GONE FOREVER!

5. Sound Mode

Choose "Stereo" or "Mode".

CHARACTERS

Creating Characters

In the town of Middlegate, you will find six ready-to-go characters, should you choose not to create your own customized party. (Although the Cronian Wizards hint that creating your own characters might be better.) By choosing your character's name, race, gender, class, and attributes you can assemble a band of travellers to meet all your adventuring needs.

STATISTICS

All characters you create are built upon physical, intellectual and moral qualites. These qualities are measured in statistics. There are seven types of statistics, or attributes, which will help you to decide the profession of your character.

Generating Statistics

When creating characters, a row of numbers will appear next to each of the seven attributes. Each number is equivalent to the rolling of three dice numbered 1-7. Therefore, a character's attributes can never begin lower than 3 or higher than 21. During your quest, however, you may find certain items which may raise or lower these numbers.

Statistics Explanations

MIGHT	*Measures your character's strength. The stronger your character, the more damage he can inflict during hand to hand combat.*
INTELLECT	*Measures a character's general knowledge. Sorcerers with higher Intellect will have more spell points.*
PERSONALITY	*A combination of mental strength and personal appeal, it is a measure of your character's charisma. Clerics possessing high Personality have higher spell points.*
ENDURANCE	*Your character's stamina in battle. Affects the amount of Hit Points (HP) gained.*
SPEED	*A character's agility and quickness. A higher Speed statistic will increase a character's armour class. Speed also determines the order of combat during battle. The quickest character will always rush to the front of the fighting lines.*
ACCURACY	*A character's ability to strike an enemy during combat. Spell attacks do not apply.*
LUCK	*A character's chance of success. Often risky and unpredictable, it may be your character's last hope.*

CLASS

Character attributes help to determine in which of the eight classes your character belongs. Certain classes require a mandatory score in one or more of the seven attributes. The available class choices are highlighted.

Knight

Prime Statistic: Might, 13 or higher.
Hit Points gained per experience level: 1-12.
Special Skills: None.

Trained for combat, Knights are the most skilled fighters of any class. They can use any weapons or items of armour, unless of opposite alignment or designed for another class of character. Knights gain a considerable number of Hit Points with each experience level they attain.

Paladin

Prime Statistics: Might, Personality, and Endurance. All 13 or higher.
Hit Points gained per experience level: 1-10.
Special Skills: Clerical Spells (at higher levels).

Paladins, after acquiring crusading skills, are natural questors. At high levels of experience they learn the arcane magic of Clerics. A Paladin may use any weapon or item of armour, unless created for another class or alignment. General fighting skills rival those of an Archer, but Paladins are not as adept with missile weapons.

Cleric

Prime Statistic: Personality, 13 or higher.
Hit Points gained per experience level: 1-8.
Special Skills: Clerical Spells.

Clerics are well-versed in the arts of healing magic. Their spells utilize the forces of nature to guide your party's defence through to a victorious battle. Because they are limited in the amount of armour and weapons they may possess, Clerics have become resourceful fighters.

Archer

Prime Statistics: Intellect and Accuracy, both 13 or higher.
Hit Points gained per experience level: 1-10.
Special Skills: Sorcerer spells (at higher levels).

Archers are unique. They are highly trained in the usage of missile weapons. At higher levels, their mastery of Sorcerer spells increases along with their power. Although missile weapons are an Archer's primary defence, they may use other weapons unless designed for a special class.

Might and Magic
Day 4
Year 900
Facing E
The proprietor blows a pile of dust off the register and asks wearily, "Can I sign you in?"
Yes No

Sorcerer

Prime Statistic: Intellect, 13 or higher.
Hit Points gained per experience level: 1-6.
Special Skills: Sorcerer Spells.

Sorcerers wield the most powerful magic. Not only can they utilize natural forces, but they can cast spells to send the enemy running as well! A Sorcerer's main power lies in his spell casting abilities. As for fighting, he is restricted to light weapons and armour.

VIDEO CRISTY

Robber

Prime Statistic: Luck, 13 or higher.
Hit Points gained per experience level: 1-8.
Special Skills: Lockpicking, Uncovering Traps.

Robbers hold a dark and dismal reputation in the world of Cron. They are not very sociable and would rather pillage and loot than carry on a conversation. Your party, however, cannot survive without their cunning skills. This character will disarm traps, unlock doors, and find treasure that can benefit your party. A Robber's fighting skills are decent enough to defend the central fighting lines.

Ninja

Prime Statistics: All statistics MUST be 13 or higher.
Hit Points gained per experience level: 1-8.
Special Skills: Backstabbing, Lockpicking, Finding Traps.

This character has the worst reputation in the land of Cron. Not only will a Ninja take your gold, but stab you in the back as well! Ninjas invariably try to down their opponents in the first attack, however, they do not always succeed.

Ninjas require speed and accuracy, therefore they are restricted to light weapons and armour.

Barbarian

Prime Statistic: Endurance, 15 or higher.
Hit Points gained per experience level: 1-12.
Special Skills: None.

Barbarians can gain Hit Points faster than any other character. Their high endurance allows them to take multiple blows in battle, then repay their aggressor with an equally brutal attack. They can wield most two-handed weapons, but are limited to light armour.

RACE

After you select your characters' class you must choose their race. There are five races from which to choose. Your character statistics will be altered by all races, except Human.

Elves:

Intelligent, forest dwelling creatures, their experience in the woods has given them sharp reflexes which aid their accuracy. They make very proficient Sorcerers and Archers. Elves also have some resistance to Sleep spells.

Dwarves:

Prefer to dwell in underground caves. This harsh existence has helped to build their Endurance. Their speed, on the other hand, has been severly limited by their shortened stature.

Gnomes:

Although, physically resembling their Dwarven cousins, Gnomes are more jovial. Luck seems to favour their every step and they are quite adept as Robbers.

Half-Orcs:

Spawned by Human and Orcs, these creatures are brutal and savage. Although they appear Human-like, brutish Orc blood still rages through their veins. Might and Endurance have been increased, but their personalities have been dulled.

ELF	*GNOME*	*DWARF*	*HALF-ORC*
+1 Int	*+2 Luck*	*+1 End*	*+1 Mgt*
+1 Acc	*−1 Spd*	*+1 Luck*	*+1 End*
−1 Mgt	*−1 Acc*	*−1 Int*	*−1 Int*
−1 End		*−1 Spd*	*−1 Per*
			−1 Luck

ALIGNMENT

Alignment measures the character's moral inclinations when confronted by the unknown. A character can be Good, Neutral, or Evil. Alignments are not absolute and may change depending on a character's decisions.

On occasion, Alignment can restrict a character from performing a certain task or engaging in an activity. Certain items and places are exclusive to a specified class. Neutral characters can usually enter any area, but are not always considered to have the advantage over Good or Evil characters.

GENDER

Gender does not affect a character's vital statistics, or restrict any physical activities performed throughout Might & Magic II™. A character can be either male or female, and most parties will perform best with a mixture of both. You may discover that certain items or places may be restricted to members of one gender or another.

NAME

The most important aspect in creating your character. A character's name can be up to twelve characters long. Use the A button to select between upper and lower case. Press the B button to enter the character's name.

EXPERIENCE & LEVELS

All characters begin at the first Level. As a character gains Experience Points in combat and training, Levels will increase.

Experience Points represent a character's current score, or amount of knowledge learned during an adventure. As Experience Points are accumulated, you may seek out training to gain more Experience Levels. Each city has a training ground where levels can be earned. If a character has not acquired the necessary amount of Experience to attain the next level, he or she must continue adventuring until that minimum is met.

When a Level has been gained, characters, depending on their profession, will earn Hit Points, Spell Points, and increase in attributes.

AGING

Adventuring begins at age 18. As a character ages, skills may deteriorate. Aging may cause vital statistics to drop, and by age 80 a character may expire. There are ways to reverse the effects of aging, however, be careful, some ointments or spells may have disastrous results.

SECONDARY SKILLS

Characters can learn up to two skills which will increase their adventuring abilities. Once a skill has been learned, your entire party will reap the benefits. Secondary skills are not etched in stone once learned. If needed, there are ways to "Forget" them.

SKILL	*EFFECT*
Arms Master	*Increases Accuracy.*
Athlete	*Increases Speed.*
Cartographer	*Enables one to make maps of where the party has travelled. You will be able to use Auto-mapping only if at least one member of your party has the skill of Cartography.*
Crusader	*Qualifies the recipient to accept quests.*
Diplomat	*Increases Personality +5.*
Gambler	*Increases Luck +5.*
Gladiator	*Increases Might +5.*
Hero/Heroine	*Increases all statistics +1.*
Linguist	*Increases Intellect +5.*
Merchant	*Ensures getting the most favourable price when buying or selling.*
Mountaineer	*Ensures the party can pass over any mountain range when two or more of its members have this skill.*
Navigator	*Prevents the party from becoming lost in large, open areas.*
Pathfinder	*The party can pass through any forest when two or more of its members have this skill.*
Pickpocket	*Increases Thievery ability for Robbers and Ninjas.*
Soldier	*Increases Endurance.*

CONDITIONS

A character's condition in full health is always "GOOD". However, during the course of your travels, these conditions may change for the worse. Most undesirable conditions can be cured by visiting the House Clerics. Should a Cleric of higher levels be travelling with you, he/she may be able to heal fallen characters.

The possible conditions are:

Unconscious: *Should a character's HP reach zero (0), he/she will become Unconscious. At this point any further damage will result in the demise of that character. If your party is fortunate enough to set up camp and rest before further damage can be inflicted, an Unconscious character will be restored.*

Asleep:	*A character may encounter the Sleep condition as the result of either a Sleep spell or an attack while resting. The Awaken spell is the only way to quickly counteract this condition, otherwise he/she will eventually awaken naturally.*
Poisoned:	*A character can be Poisoned as a result of a monster bite, Poison items, or traps. A Poisoned character will gradually lose HP even while resting. Unconsciousness eventually follows, if not counteracted immediately.*
Diseased:	*Like poison, a Diseased character will lose HP until death occurs. Disease may sometimes be difficult to cure, often requiring the expertise of House Clerics.*
Stone:	*When turned to Stone, or petrified, a character will not function until this condition has been lifted. Although Petrification is not fatal, healing is more difficult if the condition is prolonged.*
Paralyzed:	*Paralysis may be the result of enemy attacks or triggered traps. Resting usually cures this condition.*
Cursed:	*A character can become Cursed as the result of an attack, possession of a Cursed item, or triggering a trap. A Remove Condition spell, Uncurse Item spell, or a trip to the House Clerics may counteract the effects.*
Dead:	*This condition may only be cured by a Raise Dead spell, Resurrection spell, or a trip to the House Clerics.*
Eradicated:	*The most devastating of all conditions. The only cure is an expensive trip to the House Clerics.*

HIRELINGS

During your adventure, you may enlist the services of characters who will aid your party. These characters are called "Hirelings". For a set price, hirelings will join your party, act like any other character, and assist you throughout your adventure. You may employ up to two hirelings at any time, bringing your total party up to eight characters.

NON-COMBAT COMMANDS

Non-combat commands are selected from the Options screen. Press the B button on your controller to display the Options Screen menu. Use the control pad to move the cursor, and the B button to select an option. If you want to cancel a selected option, press the Y button.

REST: The party will spend a night of deep sleep restoring some conditions and all Hit Points and Spell Points. Resting costs a character one unit of food.

SEARCH: After a battle, search the immediate area for treasure. When a treasure chest is found you will be given the following options:

Open it:	*Opens the container regardless of any traps. If a trap is triggered, the entire party will suffer the consequences.*
Find/Remove Trap:	*When carried out by a character with Thieving skills, this command attempts to disarm any unseen traps.*
Detect Magic/Trap:	*Clerics usually perform this action with the most success. They search the treasure for any magical elements contained within, in addition to any traps which could endanger your party.*

UNLOCK: Attempts to pick the lock on any door. Robbers or Ninjas usually have the best results. If a lock is trapped and triggered, the entire party may suffer the consequences.

View Char: Displays a character's current profile. This personal status screen presents a character's attributes in the following fashion:

LVL:	*Indicates the current level of a character.*
HP:	*(Hit Points) Acts as the life meter of your character. When your HP reaches zero, your character will need to be revived!*
SP:	*(Spell Points) The remaining number of Spell Points a character has.*
SL:	*(Spell Level) The current level of spells a character may cast.*
AC:	*(Armour Class) Measures a character's damage durability. The higher the AC, the less damage a character will take.*
EXP:	*Current total of Experience Points.*
THVY:	*Current percentage chance a character has for successfully disarming treasure chests or locked doors.*

While viewing a character, pressing the B button will display the Character Options menu. These options may only be used while adventuring:

Delay:	*Sets the speed of screen messages, ranging from 1 to 6. The shortest delay is 1 and the longest, 6.*
Disposition:	*Sets the temperament of your party: Cautious, Average, Aggressive, or Thrill Seeker. A party's disposition also affects the number of random encounters chanced upon while travelling.*
Auto Map:	*This consists of 2 types of maps; a map of all territories explored, and an empty map of Cron. The first map displays all places you have visited. However, this option is only available to a character who has learned Cartography skills. Otherwise, your map will be blank.*

Sound:	*Toggles music, walking, and other sound effects.*
Bash:	*When all other attempts to unlock a door fail, this command should be tried. However, bashing through a door may also trigger any traps, affecting the entire party.*
Dismiss:	*Dismisses a hireling from his/her current position. The hireling is now available for future hire in the city where he/she was dismissed.*
Exchange:	*Change a character's position.*
Protect:	*Displays any active spells currently shielding the entire party. Levitation, Guard Dog or Floating spells will also be displayed.*
Cancel:	*Cancels Options screen and resumes the game.*

COMBAT COMMANDS

Defeating enemies in battle is a key aspect to completing quests and gaining experience levels. Remember to search the area after an encounter has taken place. When confronted, you may choose whether or not to fight:

1. Attack:	*Attack the enemy immediately.*
2. Hide:	*Attempt to hide from the attacking monsters.*
3. Run:	*Attempt to flee and avoid contact with enemy. This is not always successful.*
4. Bribe:	*Try to bribe monsters with gold, gems, or food. If successful, the monsters will flee and combat will not take place.*

There are three possible ways to confront the enemy:

1. Monsters are surprised:
Your party stumbles on a group of monsters. If you choose to run, you are guaranteed escape.

2. Party is surprised:
You are unable to avoid attack, however, you may try to run later.

3. No surprise:
A normal encounter where neither side has an advantage.

When the Attack option is selected, the Combat Command screen will automatically appear.

Combat Options are:

Attack:	*Your character automatically chooses the best possible Attack against the first enemy he/she sees.*
Fight:	*Allows you to choose which monster to attack using whichever weapon is currently equipped.*
Shoot:	*Any character with the ability to fire a missile weapon, can shoot at the attacking enemy.*
Cast:	*Allows any character with spell casting abilities to choose and cast a spell.*
Block:	*Try to block an attack and shield the character for the entire round of combat.*
Use:	*Allows you to use any combat items in your possession.*
Run:	*An attempt to escape attack. If all characters in the party successfully run, the entire party will escape combat.*
Exchange:	*Exchange position between two characters.*
Monsters:	*A present list of attacking monsters.*
Controls:	*Display your Character Profile screen, sets delays and sound options.*

ENCOUNTERS

While adventuring through Cron, you will meet several unusual creatures. Encounters, though filled with danger, are the key to gaining Experience needed for your party's growth. Encounters can make or break your party; as your characters weaken, it may be wiser to avoid combat situations.

VIDEO CRISTY

QUESTS

Quests were designed to determine the worthiness of the adventurers who set out to save Cron. Your first series of quests begins with a visit to the Jurors of Mount Farview.

The Jurors' Quests:

Each member of your party is expected to complete one task.

- *Knights must engage in a deadly joust with the Dread Knight.*
- *The Frost Dragon General must be defeated by a Paladin.*
- *Only your Archers can bring down the detestable Baron Wilfrey.*
- *Corak's Spirit and Body must be reunited with the aid of Clerics.*
- *The Good Wizard Yekop and the Evil Wizard Ybmug can only be freed by a Sorcerer.*
- *A Barbarian must fight a bloody duel to defeat the Barbarian Chieftain.*
- *Use a Ninja's stealth to enter the Mist Cavern and triumph over Dawn.*
- *Robbers need only accompany another adventurer to be rewarded.*

The Triple Crown:

You must see the Queen Lamanda at Luxus Palace Royale. However, each member of your party must first complete all Jurors' Quests as well as retrieve the fabled Triple Crown. The Triple Crown can be recovered by purchasing three Black Tickets. They should then be taken to the Arena, Monster Bowl, and the Colosseum.

The Lords' Quests:

There are three Lords in Cron, who seek Crusaders that will go in pursuit of their requests. Each one involves unknown dangers and can only be completed by one with tremendous skill and strength.

The Lord Slayer has combed the countryside in search of the heads of three beasts to crown his "trophy collection".

The Lord Hoardall needs only the three Ultimate Swords to complete his arms display.

The Lord Haart wishes to recover two ancient family relics.

AUTO-MAPPING

Once the Cartography skill has been acquired by one of your party members, that character will begin to chart the travels of your party. To view the Auto-Map, enter the Option Menu screen and select the "Auto-Map" option. Note that you may only view a map of your immediate surroundings. For example, if you are in a city, you may not view the map of the outer region until you leave the city limits.

PLACES

The Cities

Possibilities and perils abound in the cities of Cron. Nevertheless, they are the central core of your travels. Most problems can be solved by travelling into cities. You may purchase food, heal characters, acquire weaponry, learn new spells, and save your adventure.

Magic Guilds

Learning new spells is essential to the growth of Spellcasters. Most Clerical and Sorcerer spells can be learned from the Wizards in the Magic Guilds. Once a spell has been learned (for a price, of course) you keep that spell forever.

Blacksmiths

At the city Blacksmiths you can purchase a variety of weapons, armour, and items. Be forewarned – Blacksmiths cannot always be trusted. It would be wise to be wary of items marked "Special Deal"! Blacksmiths can also identify unknown magical items found while adventuring.

Tavern

You'll find an assortment of appetizing edibles in the town Tavern. Make sure to leave a tip and listen to the rumours; Tavern-goers are known for spreading gossip.

Inn

Each city has an Inn where you may rest and save your adventure. You may also add or delete characters and hirelings. If you choose to leave your adventure, you will always restart from the last Inn visited.

Cleric's House

If your party has sustained any damage, and your Clerics are low in Spell Points, the House Clerics can heal your wounds for a fair price. The House Clerics are always open to donations and will sometimes reward you with magical powers in return.

Training Grounds

When a character has collected a certain number of Experience Points, travel to the Training Grounds to build his/her level. If your character is not quite ready to gain the next level, you will find out exactly how many EP you need before you can return. Magic users can also gain spell levels here.

The Castles

Breathtakingly beautiful and intricate, the Castles of Cron are wonders to behold. Beneath each one lies a series of tunnels and dungeons which zig-zag their way in underground mazes. Explore every inch, for the solution to your quest may lie within its walls.

The Caverns

Below the city streets, in almost every region, lie the forbidding entrances of underground Caverns. Treasures untold await the mortal brave enough to challenge its depths. For the darkest secrets can only be found within the murkiest chambers.

The Dungeons

Dungeons were built centuries ago below the castles of Cron. Their entryways have long since been hidden by time. Many strongholds were also classified as dungeons because of their complexity. It would be unwise to venture in, unless your party is of higher levels. Among other hideous creatures are angry skeleton-like beings that still seek revenge on their captors.

SPELLS

Nine different levels divide the 48 Clerical and 48 Sorcerer Spells. A Spellcaster may cast any level Spell, so long as it is registered in his/her Spell book. For example, if you wish to cast a Level 6 Spell, and your character has only learned Level 4 Spells, he/she cannot cast the Level 6 Spell until it has been learned.

Spell Books:

All Spell casting characters have a Spell Book which can be viewed while in the Character Profile Screen. Highlighted Spells indicate which ones have been learned and can be cast.

Spell Points (SP):

Each Spellcaster has Spell Points based on his/her Experience Level. The more Spells you cast, the more your Spell Points decrease. SP can be replenished by resting.

Gems

The more elaborate conjurations require, not only Spell Points, but Magical Gems before they can be cast. Gems can be found while exploring the world of Cron, usually in treasure chests. Your Character Profile screen will display your remaining number of Gems.

Spell Resistance and Overcoming Spells

Not all Spells work on all monsters. A Spell that destroys one monster may leave another unscathed. Keep in mind that some enemies are immune to certain Spells. Trial and error is the only sure way to judge which Spells will work on which monsters.

Casting Spells

Spells can be cast while exploring or during combat.

In battle, if a Spellcaster has the option of casting Spells, it will be highlighted in the Combat Options menu. Choosing this will cause your Spell Book to appear. The Spell of your choice can now be cast. Any Spell may be cast as long as it is registered in your Spell Book and you have the necessary SP or Gems.

While adventuring, Spells can be cast by entering the Character Profile Screen. These Spells are cast in the same manner as in combat.

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SPELL CHART

Clerical Spells – Cost in Spell Points and Gems

LEVEL 1
1. Apparition 1
2. Awaken 1
3. Bless 1
4. First Aid 1
5. Light 1
6. Power Cure ..... 1/level + 1 gem
7. Turn Undead 1

LEVEL 2
1. Cure Wounds 2
2. Heroism ..... 2 + 1 gem
3. Nature's Gate 2
4. Pain 2
5. Prot. from Elements ..... 2 + 1 gem
6. Silence 2
7. Weaken ..... 2 + 1 gem

LEVEL 3
1. Cold Ray ..... 3 + 2 gems
2. Create Food ..... 3 + 2 gems
3. Cure Poison 3
4. Immobilize 3
5. Lasting Light 3
6. Walk On Water ..... 3 + 2 gems

LEVEL 4
1. Acid Spray ..... 4 + 3 gems
2. Air Transmutation ..... 4 + 3 gems
3. Cure Disease 4
4. Restore Alignment ..... 4 + 3 gems
5. Surface 4
6. Cleric's Boost ..... 4 + 3 gems

LEVEL 5
1. Air Encasement ..... 5 + 5 gems
2. Deadly Swarm ..... 5 + 5 gems
3. Frenzy ..... 5 + 5 gems
4. Paralyze ..... 5 + 5 gems
5. Remove Condition ..... 5 + 5 gems

LEVEL 6
1. Earth Transmutation ..... 6 + 6 gems
2. Rejuvenate ..... 6 + 6 gems
3. Stone to Flesh ..... 6 + 6 gems
4. Water Encasement ..... 6 + 6 gems
5. Water Transmutation ..... 6 + 6 gems

LEVEL 7
1. Earth Encasement ..... 7 + 7 gems
2. Fiery Flail ..... 7 + 7 gems
3. Moon Ray ..... 7 + 7 gems
4. Raise Dead ..... 7 + 7 gems

LEVEL 8
1. Fire Encasement ..... 8 + 8 gems
2. Fire Transmutation ..... 8 + 8 gems
3. Mass Distortion ..... 8 + 8 gems
4. Town Portal ..... 8 + 8 gems

LEVEL 9
1. Divine Intervention ..... 10 + 20 gems
2. Undead Chant ..... 10 + 20 gems
3. Resurrection ..... 10 + 20 gems
4. Uncurse Items ..... 10 + 20 gems

Sorcerer Spells – Cost in Spell Points and Gems

LEVEL 1
1. Awaken 1
2. Detect Magic 1
3. Energy Blast ..... 1/level + 1 gem
4. Flame Arrow 1
5. Light 1
6. Location 1
7. Sleep 1

LEVEL 2
1. Eagle Eye 2/level
2. Electric Arrow 2
3. Identify Monster ..... 2 + 1 gem
4. Jump 2
5. Levitate ..... 2 + 1 gem
6. Lloyd's Beacon ..... 2 + 1 gem
7. Prot. from Magic ..... 1/level + 1 gem

LEVEL 3
1. Acid Stream ..... 1/level + 2 gems
2. Fly 3
3. Invisibility 3
4. Lightning Bolt ..... 1/level + 2 gems
5. Web ..... 3 + 2 gems
6. Wizard Eye ..... 3/level + 2 gems

LEVEL 4
1. Cold Beam ..... 1/level + 3 gems
2. Feeble Mind ..... 4 + 3 gems
3. Foreball ..... 1/level + 3 gems
4. Guard Dog 4
5. Shield 4
6. Time Distortion ..... 4 + 3 gems

LEVEL 5
1. Disrupt ..... 5 + 5 gems
2. Fingers of Doom ..... 5 + 5 gems
3. Sand Storm ..... 2/level + 5 gems
4. Shelter 5
5. Teleport 5

LEVEL 6
1. Disintegration ..... 6 + 6 gems
2. Entrapment ..... 6 + 6 gems
3. Fantasy Freeze ..... 2/level + 6 gems
4. Recharge Item ..... 6 + 6 gems
5. Super Shock ..... 2/level + 6 gems

LEVEL 7
1. Dancing Sword ..... 3/level + 7 gems
2. Duplication ..... 7 + 100 gems
3. Etherealize ..... 7 + 7 gems
4. Prismatic Light ..... 7 + 7 gems

LEVEL 8
1. Incinerate ..... 3/level + 8 gems
2. Mega Volts ..... 3/level + 8 gems
3. Meteor Shower ... 8 + (1 per monster) + 8 gems
4. Power Shield ..... 8 + 8 gems

LEVEL 9
1. Implosion ..... 10 + 10 gems
2. Inferno ..... 3/level + 10 gems
3. Star Burst ..... 10 + (1 per monster) + 20 gems
4. Enchant Item .... 50 (per +) + 20 gems

VIDEO CRISTY

CLERIC SPELLS

LEVEL 1

1. NAME: Apparition
Cost: 1 SP
Type: Combat
Object: 10 Monsters
Description: Creates a fighting apparition in the monsters' mind causing them to be afraid, reducing their chances to hit.

2. NAME: Awaken
Cost: 1 SP
Type: Anytime
Object: All sleeping party members
Description: Awakens all sleeping members of the party, instantaneously cancelling the sleep condition. May be critical if party is attacked during rest.

3. NAME: Bless
Cost: 1 SP
Type: Combat
Object: Entire party
Description: Increases the accuracy with which all characters fight, for the duration of combat.

4. NAME: First Aid
Cost: 1 SP
Type: Anytime
Object: 1 Character
Description: Heals minor battle wounds, restoring 8 hit points to that character.

5. NAME: Light
Cost: 1 SP
Type: Non-combat
Object: Entire Party
Description: Gives the party 1 light factor, which is sufficient to light up 1 dark area. Multiple light spells can be cast to accumulate light factors.

6. NAME: Power Cure
Cost: 1/L + 1 Gem
Type: Anytime
Object: 1 Character
Description: Restores a character's health and 1-10 Hit Points per experience level of caster.

7. NAME: Turn Undead
Cost: 1 SP
Type: Combat
Object: Destroys some or all undead monsters, depending on caster's experience level and monster's power level.

LEVEL 2

1. NAME: Cure Wounds
Cost: 2 SP
Type: Anytime
Object: 1 Character
Description: Cures more serious wounds, restoring 15 Hit Points to the character.

2. NAME: Heroism
Cost: 2 SP + 1 Gem
Type: Combat
Object: 1 Character
Description: Temporarily elevates a character 6 levels of experience. Spell lasts for the duration of combat.

3. NAME: Nature's Gate
Cost: 2 SP
Type: Non-combat, Outside
Object: Entire party
Description: Uses the forces of nature, opening a portal between two locations in the land of Cron. These locations vary with time (days/years).

4. NAME: Pain
Cost: 2 SP
Type: Combat
Object: 1 Monster, not undead
Description: Cripples monster with pain: inflicting 2-16 damage points, unless the monster is immune to pain.

5. NAME: Protection from Elements
Cost: 2 SP + 1 Gem
Type: Anytime
Object: Entire Party
Description: Increases all characters' resistance to fear, cold, fire, poison, acid and electricity. Amount of the increase depends on the caster's experience level. Spell lasts 1 day.

6. NAME: Silence
Cost: 2 SP
Type: Combat
Object: 4 Monsters + 1 per level
Description: Prevents the monsters from casting spells for the duration of the combat, or until they overcome the spell.

7. NAME: Weaken
Cost: 2 SP + 1 Gem
Type: Combat
Object: 10 Monsters
Description: Weakens all monsters affected, reducing their physical damage by half until the spell is overcome.

LEVEL 3

1. NAME: Cold Ray
Cost: 3 SP + 2 Gems
Type: Combat, not in hand to hand
Object: 5 Monsters
Description: Attacks with a ray of intensive cold that penetrates the monster's heart and inflicts 25 points of damage to each monster affected.

2. NAME: Create Food
Cost: 5 SP + 2 Gems
Type: Non-combat
Object: Spell Caster
Description: Adds 8 food units to the caster's food supply. Caster may then distribute food among other party members, if he/she desires.

3. NAME: Cure Poison
Cost: 3 SP
Type: Anytime
Object: 1 Character
Description: Flushes poison out of a character's system, instantaneously removing the poisoned condition.

4. NAME: Immobilize
Cost: 3 SP
Type: Combat
Object: 5 Monsters
Description: Immobilizes any monster affected.

5. NAME: Lasting Light
Cost: 3 SP
Type: Non-combat
Object: Entire Party
Description: Bestows 20 light factors on the party, for use in dispelling darkness.

6. NAME: Walk On Water
Cost: 3 SP + 2 Gems
Type: Non-combat, Outdoor
Object: Entire Party
Description: Creates a floating sand dune upon which the party may walk. Lasts 1 day.

LEVEL 4

1. NAME: Acid Spray
Cost: 4 SP + 3 Gems
Type: Combat, not in hand to hand
Object: 3 Monsters
Description: Sprays a corrosive stream of acid inflicting 6-60 points of damage, unless the monsters are immune to acid.

2. NAME: Air Transmutation
Cost: 4 SP + 3 Gems
Type: Non-combat, Outdoor
Object: Entire Party
Description: Transforms the party into air allowing the exploration of that elemental plane.

3. NAME: Cure Disease
Cost: 4 SP
Type: Anytime
Object: 1 Character
Description: Restores full health to a sick character, instantaneously removing the diseased condition.

4. NAME: Restore Alignment
Cost: 4 SP + 3 Gems
Type: Non-combat
Object: 1 Character
Description: Restores a character's original alignment after actions and responses have caused it to shift.

5. NAME: Surface
Cost: 4 SP
Type: Non-combat
Object: Entire Party
Description: Instantly transports all party members from an underground location to the surface.

6. NAME: Holy Bonus
Cost: 4 SP + 3 Gems
Type: Combat
Object: Entire Party
Description: Intensify the amount of damage done in combat by your party members, 1 point for every 2 experience levels of the caster.

LEVEL 5

1. NAME: Air Encasement
Cost: 5 SP + 5 Gems
Type: Combat
Object: 1 Monster
Description: Encases the target in a field of air, inflicting 10 points of damage per combat round and separates it from the battle until the spell is overcome or the monster is attacked.

2. NAME: Deadly Swarm
Cost: 5 SP + 5 Gems
Type: Combat
Object: 10 Monsters
Description: Sends a swarm of killer insects against the monsters, inflicting 4-40 damage points against each one.

3. NAME: Frenzy
Cost: 5 SP + 5 Gems
Type: Combat
Object: 1 Character, once per character
Description: Sends one party member into a frenzy, allowing him/her to attack all the monsters on the screen. Drained from the experience, the character loses 1 point of endurance and is then rendered unconscious.

4. NAME: Paralyze
Cost: 5 SP + 5 Gems
Type: Combat
Object: 10 Monsters
Description: Attempts to immobilize all monsters and prevent them from fighting. May be partially or completely effective on some or all monsters.

5. NAME: Remove Condition
Cost: 5 SP + 5 Gems
Type: Anytime
Object: 1 Character
Description: Releases character from all undesirable conditions except dead, stoned or eradicated.

LEVEL 6

1. NAME: Earth Transmutation
Cost: 6 SP + 6 Gems
Type: Non-combat, Outdoor
Object: Entire Party
Description: Transforms the entire party into earth, allowing the exploration of the elemental plane of earth.

2. NAME: Rejuvenate
Cost: 6 SP + 6 Gems
Type: Non-combat
Object: 1 Character
Description: A fountain of youth that trims 1-10 years off a character's age, restoring his/her abilities to the younger level. Spell carries some risk of producing the opposite effect.

3. NAME: Stone to Flesh
Cost: 6 SP + 6 Gems
Type: Anytime
Object: 1 Character
Description: Re-animates a character who has been turned to stone, removing the stoned condition.

4. NAME: Water Encasement
Cost: 6 SP + 6 Gems
Type: Combat
Object: 1 Monster
Description: Encases the target in a field of water, inflicting 20 points of damage per combat round and separating it from the battle until the spell is overcome or the monster is attacked.

5. NAME: Water Transmutation
Cost: 6 SP + 6 Gems
Type: Non-combat, Outdoor
Object: Entire Party
Description: Transforms the party into water, allowing the exploration of the elemental plane of water.

LEVEL 7

1. NAME: Earth Encasement
Cost: 7 SP + 7 Gems
Type: Combat
Object: 1 Monster
Description: Encases the target in a field of earth, inflicting 40 points of damage per combat round and separating it from the battle until the spell is overcome or the monster is attacked.

2. NAME: Fiery Flail
Cost: 7 SP + 7 Gems
Type: Combat
Object: 1 Monster
Description: Creates a huge flail of fire, striking a single opponent, inflicting 100-400 points of damage.

3. NAME: Moon Ray
Cost: 7 SP + 7 Gems
Type: Combat, Outdoors
Object: 10 Monsters
Description: Bathes all combatants in a beneficent ray that bestows 10-100 Hit Points on each character and removes 10-100 Hit Points from each monster.

4. NAME: Raise Dead
Cost: 7 SP + 7 Gems
Type: Anytime
Object: 1 Character
Description: Brings the character back to life, removing the dead condition. Spell carries a moderate chance of failure and remote chance of eradicating the character. (Note: Spell-caster and recipient age by 1 year.)

LEVEL 8

1. NAME: Fire Encasement
Cost: 8 SP + 8 Gems
Type: Combat
Object: 1 Monster
Description: Encases the target in a field of fire, inflicting 80 points of damage per combat round, separating it from the battle until the spell is overcome or the monster is attacked.

2. NAME: Fire Transmutation
Cost: 8 SP + 8 Gems
Type: Non-combat, Outdoors
Object: Entire Party
Description: Transforms the party into fire, allowing the exploration of the elemental plane of fire.

3. NAME: Mass Distortion
Cost: 8 SP + 8 Gems
Type: Combat
Object: 2 Monsters
Description: Increase the weight of monsters causing them to fall and subsequently lose half their hit points.

4. NAME: Town Portal
Cost: 8 SP + 8 Gems
Type: Non-combat
Object: Entire Party
Description: Opens a temporary portal to any town and moves the party through the portal to that town.

LEVEL 9

1. NAME: Divine Intervention
Cost: 10 SP + 20 Gems
Type: Combat
Object: Entire Party
Description: Intercedes with supernatural forces to restore all characters' Hit Points and remove all undesirable conditions, except Eradicated. (Note: Spellcaster ages 5 years every time this spell is cast.)

2. NAME: Enchanted Word
Cost: 10 SP + 10 Gems
Type: Combat
Object: All
Description: Utters a single word of devastating power, that destroys all undead monsters. (Note: Ages caster 1 year.)

3. NAME: Resurrection
Cost: 10 SP + 10 Gems
Type: Non-combat
Object: 1 Character
Description: Removes the Eradicated Condition from the character, adding 5 years to his/her vital statistics. There is a chance that the spell will fail. (Note: Ages caster 1 year.)

4. NAME: Uncurse Item
Cost: 10 SP + 50 Gems
Type: Non-combat
Object: Spellcaster
Description: Attempts to remove the curse from an item in the caster's backpack.

SORCERER SPELLS

LEVEL 1

1. NAME: Awaken
Cost: 1 SP
Type: Anytime
Object: Sleeping party members
Description: Awakens all sleeping members of the party, instantaneously cancelling the Sleep condition. May be critical if party is attacked during rest.

2. NAME: Detect Magic
Cost: 1 SP
Type: Non-combat
Object: Items in spellcaster's backpack
Description: Reveals any magical items in caster's backpack, and notes the number of magical charges remaining in any item which must be charged for use. Also detects any magic surrounding or inside a chest.

3. NAME: Energy Blast
Cost: 1/L + 1 Gem
Type: Combat
Object: 1 Monster
Description: Zaps the monster with a blast of pure energy, inflicting 1-6 damage points per Experience Level of caster.

4. NAME: Flame Arrow
Cost: 1 SP
Type: Combat
Object: 1 Monster
Description: Sends a burning shaft into the monster, inflicting 2-8 points of fire damage, unless the monster is immune to fire.

5. NAME: Light
Cost: 1 SP
Type: Non-combat
Object: Entire Party
Description: Gives the party 1 light factor, sufficient to light a single darkened square. Multiple light spells can be cast to accumulate light factors.

6. NAME: Location
Cost: 1 SP
Type: Non-combat
Object: Entire Party
Description: Gives precise information on party's location. Shows a map of the current 16x16 area that the party has mapped and shows your present location on the map. May be critical when party is lost or magically transported. In general, this spell is the key to successful mapping.

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7. NAME: Sleep
Cost: 1 SP
Type: Combat
Object: 4 Monsters + 1 Monster per level of the caster
Description: Sends monsters into a deep sleep, preventing them from attacking. Effective until monster is damaged or overcomes the spell.

LEVEL 2

1. NAME: Eagle Eye
Cost: 2/L
Type: Non-combat, Outdoors
Object: 5 steps per level of caster
Description: An eagle-eyed view of the outdoor terrain appears on the screen, providing a 5x5 overhead view of the area and your party's location.

2. NAME: Electric Arrow
Cost: 2 SP
Type: Combat
Object: 1 Monster
Description: Electrocutes a monster, inflicting 4-16 damage points, unless monster is immune to electrical attack.

3. NAME: Identify Monster
Cost: 2 SP + 1 Gem
Type: Combat
Object: 1 Monster
Description: Informs caster of the current condition of any one monster during combat.

4. NAME: Jump
Cost: 2 SP
Type: Non-combat
Object: Entire Party
Description: Moves the party 2 squares forward, providing there are no magical obstructions (force fields, etc.) in the way.

5. NAME: Levitate
Cost: 2 SP
Type: Non-combat
Object: Entire Party
Description: Raise all characters above ground level, protecting them from various dangers for 1 day.

6. NAME: Lloyd's Beacon
Cost: 2 SP + 1 Gem
Type: Non-combat
Object: Entire Party
Description: Leaves a beacon at your current location so that you may instantaneously return to that location the next time you cast this spell.

7. NAME: Protection from Magic
Cost: 1/L + 1 Gem
Type: Anytime
Object: Entire Party
Description: Increases all characters' resistance to magic. Amount of the increase depends on experience level of caster. Spell lasts 1 day.

LEVEL 3

1. NAME: Acid Stream
Cost: 1/L + 2 Gems
Type: Combat
Object: 1 Monster
Description: Sprays a burning stream of acid inflicting 2-8 points of damage per level of caster, unless immune to acid.

2. NAME: Fly
Cost: 3 SP
Type: Non-combat, Outdoors
Object: Entire Party
Description: Grants magical flight to all characters, allowing the party as a whole to move to any other outdoor area. The party will land in the safest square in that area.

3. NAME: Invisibility
Cost: 3 SP
Type: Combat
Object: Entire Party
Description: Drops a cloak of invisibility over all characters, greatly decreasing the monster's chance of hitting them.

4. NAME: Lightning Bolt
Cost: 1/L + 2 Gems
Type: Combat
Object: 4 Monsters
Description: Blasts monsters with a gigantic lightning bolt that inflicts 1-6 damage points per level of caster.

5. NAME: Web
Cost: 3 SP + 2 Gems
Type: Combat
Object: 4 Monsters + 1 Monster per level of caster
Description: Wraps monsters in a supernatural web, preventing them from fighting for the duration of the combat or until they escape.

6. NAME: Wizard Eye
Cost: 3/L + 2 Gems
Type: Non-combat
Object: 5 steps per level of caster
Description: Uses the magical eye of a powerful wizard to show a 5x5 overhead view of your party's location in any indoor maze.

LEVEL 4

1. NAME: Cold Beam
Cost: 1/L + 3 Gems
Type: Combat
Object: 1 Monster
Description: Attacks with a beam of intense cold that penetrates the monster's heart and inflicts 6 damage points per level of caster, unless the monster is immune to cold.

2. NAME: Feeble Mind
Cost: 4 SP + 3 Gems
Type: Combat
Object: 5 Monsters
Description: Erases the monsters' brain, removing all its abilities for the duration of combat or until the monsters overcome the spell.

3. NAME: Fire Ball
Cost: 1/L + 3 Gems
Type: Combat, not in hand to hand
Object: 6 Monsters
Description: Rolls a deadly ball of fire into the monsters' midst, inflicting 1-6 damage points per level of caster.

4. NAME: Guard Dog
Cost: 4 SP
Type: Non-combat
Object: Entire Party
Description: Places a supernatural guard over party, preventing surprise attacks for 1 day.

5. NAME: Shield
Cost: 4 SP
Type: Combat
Object: Entire Party
Description: Creates an invisible shield which surrounds the party and protects all characters from missile weapons for the duration of combat.

6. NAME: Time Distortion
Cost: 4 SP + 3 Gems
Type: Combat
Object: Entire Party
Description: Creates a warp in time that enables the party to retreat safely from most battles.

LEVEL 5

1. NAME: Disrupt
Cost: 5 SP + 5 Gems
Type: Combat, not in hand to hand
Object: 1 Monster
Description: Creates a powerful energy field that disrupts the molecular bonds of the target, inflicting 100 points of damage.

2. NAME: Fingers of Death
Cost: 5 SP + 5 Gems
Type: Combat
Object: 3 Monsters, not undead
Description: Channels the ancient power of all dead sorcerers through the caster, resulting in death to the monsters at whom the caster points a finger.

3. NAME: Sand Storm
Cost: 2/L + 5 Gems
Type: Combat, Outdoors
Object: 10 Monsters
Description: Calls upon the forces of nature to create a violent sand storm inflicting 1-8 points of damage per level of caster.

4. NAME: Shelter
Cost: 5 SP
Type: Non-combat
Object: Entire Party
Description: Provides 1 day's rest, free of the danger of encounter.

5. NAME: Teleport
Cost: 5 SP
Type: Non-combat
Object: Entire Party
Description: Instantly moves the party from its present position up to 9 squares in any direction.

LEVEL 6

1. NAME: Disintegration
Cost: 6 SP + 6 Gems
Type: Combat
Object: 3 Monsters
Description: Inflicts 50 damage points while disintegrating parts or all of the target.

2. NAME: Entrapment
Cost: 6 SP + 6 Gems
Type: Combat
Object: All
Description: Surrounds the battle with a magical energy field preventing all from escaping.

3. NAME: Fantastic Freeze
Cost: 2/L + 6 Gems
Type: Combat, not in hand to hand
Object: 3 Monsters
Description: Shoots a fantastic beam of cold at 3 monsters, crystallizing them and inflicting 10 damage points per level of caster.

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4. NAME: Recharge Item
Cost: 6 SP + 6 Gems
Type: Non-combat
Object: Spellcaster
Description: Restores 1-6 charges to any item in a caster's backpack that still has 1 magical charge remaining. Some risk that the spell will fail and destroy the item.

5. NAME: Super Shock
Cost: 2/L + 6 Gems
Type: Combat
Object: 1 Monster
Description: Shoots an intense beam of electricity, shocking a monster with 20 damage points per level of caster.

LEVEL 7

1. NAME: Dancing Sword
Cost: 3/L + 7 Gems
Type: Combat
Object: 10 Monsters
Description: A magical sword that moves with lightning speed and inflicts 1-12 damage points per level of caster.

2. NAME: Duplication
Cost: 7 SP + 100 Gems
Type: Non-combat
Object: Spellcaster
Description: Allows the caster to exactly duplicate any 1 item in his/her backpack, provided that there is room in the caster's pack for the new item. Small chance that the spell will fail and destroy the original item.

3. NAME: Etherealize
Cost: 7 SP + 7 Gems
Type: Non-combat
Object: Entire Party
Description: Alters all characters' molecular structure long enough to allow them to move 1 square forward through any barrier (force field, wall, mountain, etc.).

4. NAME: Prismatic Light
Cost: 7 SP + 7 Gems
Type: Combat
Object: 10 Monsters
Description: A powerful, but erratic spell that has completely unpredictable effects.

LEVEL 8

1. NAME: Incinerate
Cost: 3/L + 8 Gems
Type: Combat
Object: 1 Monster
Description: Engulfs a monster with the heat of a thousand fires doing 20-40 damage points per level of caster.

2. NAME: Mega Volts
Cost: 3/L + 8 Gems
Type: Combat
Object: 10 Monsters
Description: Creates a chain of electricity connecting all opponents with the deadly voltage doing 4-16 damage points per level of caster.

3. NAME: Meteor Shower
Cost: 8 + 1 per Monster + 8 Gems
Type: Combat, Outdoors
Object: All (limited by Spell Points)
Description: Buries all monsters under a hail of meteors, inflicting 5-50 damage points on each monster.

4. NAME: Power Shield
Cost: 8 SP + 8 Gems
Type: Combat
Object: Entire Party
Description: Reduces the damage inflicted on all characters by any attack, by 1/2. Lasts for the duration of combat.

LEVEL 9

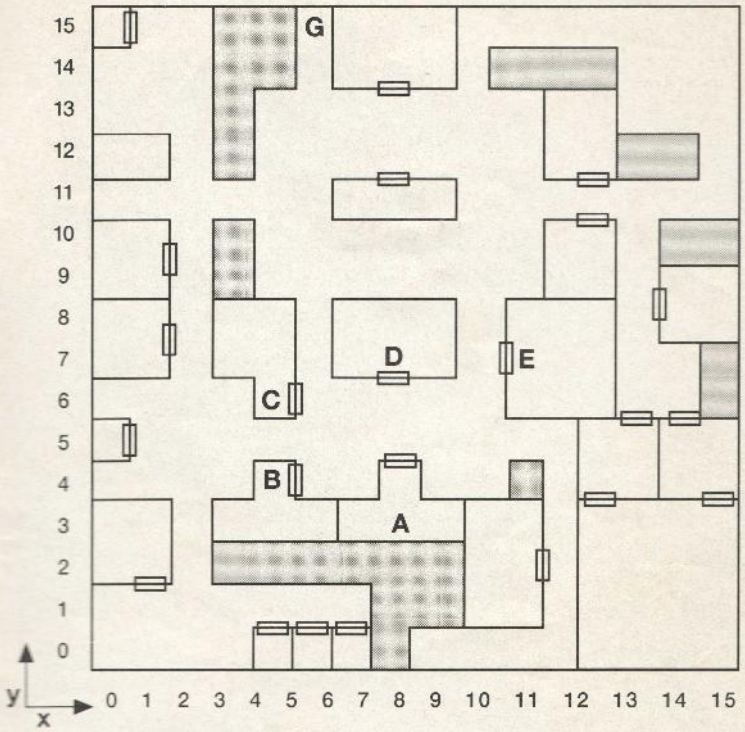
1. NAME: Implosion
Cost: 10 SP + 10 Gems
Type: Combat
Object: 1 Monster
Description: Creates a hole in space, at the centre of the target creature, sucking it into nothingness.

2. NAME: Inferno
Cost: 3/L + 10 Gems
Type: Combat
Object: 10 Monsters
Description: Unleashes the heat of the sun on all monsters shown, doing 1-20 points damage per level of caster.

3. NAME: Star Burst
Cost: 10 + 1 per Monster + 20 Gems
Type: Combat, Outdoors
Object: All (limited by Spell Points)
Description: Showers all monsters with pieces of an exploding star, doing 20-200 points of damage.

4. NAME: Enchant Item
Cost: 50 per plus of item + 50 Gems
Type: Non-combat
Object: 1 Spellcaster
Description: Attempts to raise the magic ability of an item by increasing its '+' by 1.

EXAMPLE OF TOWN 1 – MIDDLEGATE



KEY: — Wall ⊟ Door ▒ Solid

AREA:
Town No. 1 – Middlegate *Map Sector C-2*
Surface X=7, Y=3

NOTES:
A. *Middlegate Inn – sign in to save characters/game*
B. *S. J. Blacksmith – buy/sell items*
C. *Bleating Lamb Tavern – buy food/hear rumours*
D. *Gateway House – clerical help*
E. *Turkov's Training Grounds – increase skills*
F. *Passage to natural caverns*
G. *Town Exit*

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Elite Systems Limited,
Anchor House, Anchor Road,
Aldridge, Walsall, West Midlands,
WS9 8PW, England.

PRINTED IN JAPAN